

Kindergarten Technology Standards Checklist

Standard 1 - Basic Operations and Concepts

I-Introduce D-Develop M-Master U-Use

a. Students demonstrate a sound understanding of the nature and operation of technology systems.

		Date	Lesson/Project	Date	Lesson/Project
1.a.1	Identify major hardware components (CPU/computer, monitor, keyboard, mouse, printer, disk drives)	I			
1.a.2	Recognize and utilize buttons and icons used to operate programs and peripherals (print, save, undo)	I			
1.a.3	Use and control scroll bars to navigate on a page	I			
1.a.4	Demonstrate proper care of computer hardware, software, peripherals, and storage media (refrain from touching monitor screen, area free from food and drinks, proper handling of disks)	I			
1.a.5	Use appropriate technology vocabulary (hardware, software, internet, navigation) *See vocabulary list	I			

b. Students are proficient in the use of technology.

1.b.1	Use the mouse to open and close an application, make a choice, or activate a link	I			
1.b.2	Use basic commands to print preview, select a printer, and print files	I			
1.b.10	Use the keyboard to type letters and numbers	I			

*Vocabulary: cursor, icon, scroll bar, hour glass/busy, Internet, keyboard, mouse, monitor/screen, printer, cd-rom, floppy disk, headphones, CPU (central processing unit), open, close (Exit)

Standard 2 - Social, Ethical, and Human Issues

I-Introduce D-Develop M-Master U-Use

a. Students understand the ethical, cultural, and societal issues related to technology.

		Date	Lesson/Project	Date	Lesson/Project
2.a.1	Recognize and identify ways that people use computers to work, learn, communicate, and play		I		

b. Students practice responsible use of technology systems, information, and software.

2.b.1	Practice responsible use of computers and describe consequences for inappropriate use. (District Acceptable Use Policy) later..(software, piracy, electronic privacy, downloads, copyright)		I		
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c. Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

2.c.1	Explain how technology resources in the community further life-long learning (library, museums)		I		
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Standard 3 - Technology Productivity Tools

I-Introduce D-Develop M-Master U-Use

a. Students use technology tools to enhance learning, increase productivity, and promote creativity.

		Date	Lesson/Project	Date	Lesson/Project
3.a.1	Use word processor/graphic organizer for learning tasks (Kidspiration, Kid Pix)	I			
3.a.15	Use basic paint and drawing tools to illustrate an idea (line, rectangle, oval, fill bucket)	I			
3.a.23	Enter data and create a spreadsheet/chart (spreadsheet, graphing software)	I			

b. Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, & produce other creative works.

		Date	Lesson/Project	Date	Lesson/Project
3.b.1	Produce a project with assistance using appropriate technology tools (pictures, charts, slide shows, videos)	I			

*Vocabulary - draw tools, line/shape tools, fill bucket, open, close (Exit), print, slide, slide show

Standard 4 - Technology Communication Tools

I-Introduce D-Develop M-Master U-Use

a. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.

		Date	Lesson/Activity	Date	Lesson/Activity
4.a.1	Use student/class/teacher email to read and send electronic messages to a variety of audiences (experts, authors, peers, e-pals)	I			
4.a.4	Use appropriate actions for safety and securely using communication tools	I			

b. Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

4.b.1	Select and use media formats to share ideas and information to local and global audience (text, images, audio, video)	I			
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***Vocabulary - e-mail**

Standard 5 - Technology Research Tools

I-Introduce D-Develop M-Master U-Use

a. Students use technology to locate, evaluate, and collect information from a variety of sources.

		Date	Lesson/Project	Date	Lesson/Project
5.a.4	Use electronic resources to gather information (CD-Rom, DVD, Internet, video, search engine, online database)	I			

b. Students use technology tools to process data and report results.

5.b.1	Use graphs/charts to represent ideas, calculate results, and/or display data (spreadsheets, databases) Graph Club, Excel	I			
5.b.2	Use graphic organizers to demonstrate/represent ideas	I			

c. Students evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.

5.c.1	Select, with assistance, resources for gathering, sorting, and reporting information	I			
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Vocabulary: Internet, bookmark, scroll bar, home, CD-Rom, graph

Standard 6 - Tech Problem-Solving and Decision-Making Tools

I-Introduce D-Develop M-Master U-Use

a. Students use technology resources for solving problems and making decisions.

		Date	Lesson/Project	Date	Lesson/Project
6.a.1	Use technology to gather, organize, illustrate, and review information to solve basic problems (sequencing, matching, sorting, critical thinking, concept mapping e.g. Kidspiration, Graph Club, Kid Pix, Timeliner)	I			
6.a.3	Select technology tools and resources, with assistance, to address a variety of tasks and problems (teacher models)	I			

b. Students employ technology in the development of strategies for solving problems in the real world.

6.b.1	Select technology tools and/or resources, with assistance, to solve a problem/task (writing tools, digital camera, puzzles, Internet, logical thinking programs)	I			
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